

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in this application.

Listing of Claims:

1. (Currently amended) A method of interacting with a monitor, comprising:

modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a target object;

wherein tracking the eye gaze comprises monitoring a user's eye movement in a direction of the target object, and further monitoring a trajectory of the input indicator on the monitor; and

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the target object;

identifying the target object through eye-gaze tracking;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region.

2 - 5. (Canceled)

6. (Currently amended) The method according to claim [[5]] 4, further comprising determining a modification time based on data derived concurrently from the user's eye gaze.

7. (Currently amended) The method according to claim [[5]] 4, further comprising determining a motion direction of the input indicator.

8. (Currently amended) The method according to claim [[5]] 4, wherein identifying the target object is based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

9. (Original) The method according to claim 1, further comprising identifying the portion of the output based on boundaries of interactive graphical user interface components.

10. (Original) The method according to claim 9, wherein the interactive graphical user interface components comprise any one or more of a button, a menu, a scrollbar, and a hypertext link.

11. (Original) The method according to claim 10, further comprising expanding the interactive graphical user interface components to permit interactivity.

12. (Currently amended) The method according to claim 5, wherein the input indicator is inputted by an input device that comprises any one or

more of: a mouse, ~~a touch~~, a touch screen, a tablet computer, a personal digital assistant, a stylus, and a motion sensor.

13. (Original) The method according to claim 5, wherein transforming the portion of the output comprises hiding an area of the monitor that is covered by an increase in size of the target object to accommodate a change in appearance of the target object.

14. (Original) The method according to claim 5, wherein transforming the portion of the output comprises moving one or more objects on the monitor toward one or more edges of the monitor to accommodate a change in appearance of the target object.

15. (Original) The method of claim 5, wherein transforming the portion of the output comprises reducing a size of one or more objects located adjacent the target object to accommodate a change in appearance of the target object while maintaining an original appearance of a remaining portion of the output.

16. (Original) The method according to claim 12, further comprising restoring the target object and the monitor to an original appearance when any one of the eye-gaze or the input device indicates that the target object has been deselected.

17. (Currently amended) A system for interacting with a monitor, comprising:

means for modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a target object;

wherein tracking the eye gaze is implemented by a means for monitoring an eye movement in a direction of the target object, and by a means for monitoring a trajectory of an input indicator on the monitor; ~~and~~

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the target object;

means for identifying the target object through eye-gaze tracking;

wherein the means for modifying the portion of the output selectively expands a target object region in the portion of the output; and

wherein the means for modifying the portion of the output further selectively contracts a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region.

18. (Currently amended) The method system according to claim 17, ~~wherein the means for modifying the portion of the output selectively expands the portion of the output~~ further comprising means for identifying the target object through eye-gaze tracking.

19. (Currently amended) The method system according to claim ~~18, 17,~~ wherein the means for modifying the portion of the output selectively contracts the portion of the output wherein the means for identifying the

target object identifies the target object based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

20. (Currently amended) A software program product having instruction codes stored on a computer-readable medium, for interacting with a monitor, comprising:

a ~~first~~ set of instruction codes for modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a target object;

wherein tracking the eye gaze is implemented by a ~~second~~ set of instruction codes for monitoring an eye movement in a direction of the target object, and by a ~~third~~ set of instruction codes for monitoring a trajectory of an input indicator on the monitor; ~~and~~

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the target object;

a set of instruction codes for identifying the target object through eye-gaze tracking;

wherein the set of instruction codes for modifying the portion of the output selectively expands a target object region in the portion of the output; and

wherein the set of instruction codes for modifying the portion of the output further selectively contracts a region surrounding the target object

region in the portion of the output, to compensate for the expanded target object region.

21. (New) The software program product according to claim 20, further comprising a set of instruction codes for identifying the target object through eye-gaze tracking.

22. (New) The software program product according to claim 20, wherein the set of instruction codes for identifying the target object identifies the target object based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.